ITEM : 1027

GigaPetsAR™

INSTRUCTIONS

CONGRATULATIONS!
You are the proud new owner of a GigaPetsAR™, the all new virtual pet!
Reborn in virtual 3D using the latest AR technology, GigaPetsAR™ brings new life and play to your mobile device. Simply download the GigaPetsAR™ app from the Google Play and Apple App Store and watch you pet come to life on your phone Your new GigaPetsAR™ is going to need lots of attention to grow up healthy and happy. The healthier and happier your pet is, the higher your score will be! These instructions will help you along your way.

DOWNLOADING THE COMPANION APP
To use the amazing new AR experience simply download the GigaPetsAR™ app from either the Google Play or App Store onto your mobile device.
Enter your product code and follow the on-screen instructions to get started.

HAPPY BIRTHDAY! When you turn the game on, the first thing you should do is to set the clock on your giga pet to mark this joyous occasion!

SETTING THE CLOCK **(SUPER IMPORTANT)**
1) When you first turn the game on, you will be in CLOCK MODE, ready to set the hour.
2) Set the current time. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
3) Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
4) The clock is now set. Now you can name your new pet!

NAMING YOUR GIGA PET
Now that your pet has a birthday, it's time to give it a name!
1) Press LEFT and RIGHT to search through the alphabet.
2) Press ENTER to select a letter and move to the next space in the pet's name. You may use up to 5 letters.
3) Press ENTER twice to accept the current name and return to GAME MODE.

RETURNING TO CLOCK MODE
1) Press MODE to switch from game mode to CLOCK mode.
2) In CLOCK mode, press RIGHT, to see your pet's name, and them press RIGHT again to select sound on/off.
3) Press ENTER if you wish to adjust the time (the clock will flash).
4) After you set the time, your pet's name will be displayed.
5) Press ENTER if you wish to change your pet's name.
6) Press MODE to return to GAME MODE.

MODE FUCTION RULES
When your pet is on the main screen and you press the MODE button, you can review and edit the time, the pet's name, and turn the sound on and off. Press RIGHT to see all the mode functions and press ENTER to edit them

THE GAME SCREEN
The game screen is your pet's "home."
You will see the pet move around the screen and go about his daily routine, just like a real pet. Press the LEFT/RIGHT keys to light up the ICONS around the outside of the screen. These icons represent all the different activities that allow you to interact with your pet.

HOW TO PLAY
Just like a real pet, your giga pet needs you to grow up happy and healthy. at various times, your pet will require a certain kind of attention from you. The unit will BEEP and the ALERT icon will light up. Now you've got to figure out what your pet needs!
If your pet is hungry, feed it. If your pet is lonely, play with it.
If your pet is dirty, give it a bath!
There are many different ways for you to interact with your pet.
The trick is to figure out what your pet needs from you!
Use the LEFT/RIGHT keys to move to the activity you want, and press ENTER. Here are the activities:

ALERT
You cannot choose this icon. Instead, this icon will light up to let you know that your pet needs something.

MEETING YOUR PET'S NEEDS
If you try to select an activity that your pet does not want to do, it may refuse. Try selecting a different activity until you figure out what your pet needs. When your pet wants something, he will let you know. For example, if he is tired, he will lay down and a little "ZZZ" will appear on the screen. This means that your pet wants to take a nap. So be sure to keep an eye on what your pet is doing.

RESTARTING THE GAME
If your pet dies and becomes an angel, press "ENTER" to restart the game, or if you just wish to start over from the beginning, press the RESET button located on the back of your game.

INSERTING THE BATTERIES
To activate your giga pets game, pull the plastic tab from back of game. To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, unscrew the cover, then push the cover in the direction of the arrow). Insert one 3v "CR2032 button cell battery (battery included), making sure to align "+" and "-" as shown. CAUTION: battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

⚠WARNING: This product contains a Button or Coin Cell Battery. A swallowed Button or Coin Cell Battery can cause internal chemical burns in as little as two hours and lead to death. Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any of the body, seek immediate medical attention.

PHONE
Select this icon to view your achievements.
Whenever you unlock an achievement you will be prompted to select this icon and scan the special image into the mobile app to unlock special mini-games, and tricks for your pet in the app.

FEED
When you select this activity, you will be given a choice of foods for your pet.
Use LEFT/RIGHT key to toggle between healthy food and treats.
Press ENTER to feed. Your pet needs healthy food to grow and treats to stay happy.

SLEEP
A couple times a day your pet will want to sleep. Select this icon to turn the light out when your pet wants to sleep, or to turn it back on when your pet is awake. Your pet will be happier if you turn out the light for it when it needs to sleep. At 9:30 PM you should put your pet to sleep for the night and start to play with him at 7:30 am the next day.

PLAY
To keep your pet healthy and happy, you should play with it often.
When you select this activity, you will have two options of games to play.
Press LEFT or RIGHT to select one and your pet will play a game of skill and dexterity.
An object will appear for your pet to play with. Press the LEFT/RIGHT key to make your pet react to the left or right.
If you press the correct key at the correct time, you will see your pet perform some amazing tricks!

DOCTOR
Just like a real pet, your giga pet will sometimes get sick. Select this activity to take your pet to the doctor.

CLEANING
Sometimes your pet will leave droppings, and you must clean them up.
If there are droppings on the screen, select the BATH icon to clear them away.
If there are no droppings on the screen, you can select this activity to give your pet a thorough, all-over cleaning.
If you want your GigaPetsAR™ to stay healthy, don't leave droppings lying on the screen, and don't let your pet walk around dirty.

SCORE (this is the heart icon)
Choose this icon to check on your pet's progress.
Your overall score, which is an indication of how well you are doing, is displayed first.
Your score should grow as your pet grows. Use the LEFT/RIGHT keys to display screens showing your pets AGE, WEIGHT, HEALTH, HAPPINESS, HUNGER, DISCIPLINE.
HEALTH and HAPPINESS range from 0 (bad) to 100 (good) and help you determine what your pet needs.
If HEALTH or HAPPINESS falls below 60 you should take care of your pet right away.
The last static screen is the age and weight of your pet.
Each day represents a year in Giga-Time.

TRAINING
Your pet can do all sorts of interesting things.
Select the TRAINING icon and press either the LEFT/RIGHT key until the word TRICK appears.
Press ENTER. Now you will see the tricks your pet can perform.
Press LEFT/RIGHT until the trick you want appears on the screen, and press ENTER.
Your pet will attempt to perform the trick, be sure to reward your pet if they perform the trick correctly to train them properly.
To reward your pet, select the TRAINING icon and the word REWARD will appear on the screen. Press ENTER again to reward your pet.
If your pet has been properly rewarded for the activity you select, it will obey your commands! Don't forget to reward it if it gets the trick right!

DISCIPLINE
Select this activity to discipline your pet. Your pet does not like to be disciplined, but some discipline is necessary if you want your pet to behave properly.
Don't select this activity too often, or your pet will become unhappy and unhealthy!

GAME OVER
The game is over when your pet dies. Your pet can die from bad health or old age. If your pet dies from bad health, you should restart the game and try again, taking care to pay close attention to your pet's needs. Your pet can also die from old age. Your pet is designed to live for about 2 weeks. However, if you take very good care of your pet, it may live longer. Keep your pet's health above 95 and it may live for months. When the game is over, you will see your pet turn into an angel. Press the "mode" key to display your final score. Press the key again to go back to the angel screen.

TO ENSURE PROPER FUNCTION:
- do not mix old and new batteries.
- do not mix alkaline, standard or rechargeable batteries.
- battery installation should be done by adult.
- non-rechargeable batteries are not to recharged.
- rechargeable batteries are to be removed from the toy before being charged (if removable).
- rechargeable batteries are only to be charged under adult supervision (if removeable).
- only batteries of the same or equivalent type as recommended are to be used.
- batteries are to be inserted with the correct polarity.
- exhausted batteries are to be removed from the toy.
- the supply terminals are not to be short-circuited.

This device complies with Part 15 of the FCC rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. NOTE: Change or modifications not expressly approved my the manufacturer responsible for complians could void the user's authority ot operate the equipment.

www.gigapetsar.com

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